Making Everything Easier!™

Windows® Phone 7

FOR DUMMIES®

Learn to:

- Navigate your phone's interface and work with the new hubs
- Use Office Mobile applications to work on the go
- Download music and videos through Zune® and play games with Xbox LIVE®

IN FULL COLOR!

Bill Hughes

Windows® Phone 7 For Dummies®

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Updating of the Operating Systems

Windows® Phone 7 For Dummies®

by Bill Hughes

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About the Author

Bill Hughes is an experienced marketing strategy executive with over two decades of experience in sales, strategic marketing, and business development roles at several leading corporations, including Microsoft, IBM, General Electric, Motorola, and US West Cellular.

Recently, Bill has worked with Microsoft to enhance its marketing to mobile applications developers. He also has led initiatives to develop new products and solutions with several high-tech organizations, including Nextel, Motorola, SBC, and Tyco Electronics.

Bill has been a professor of marketing at the Kellogg School of Management at Northwestern University where he taught business marketing to graduate MBA students. In his lectures, he presented his findings on the validity of the market-research information used in financial analysis.

Bill also has written articles on this subject for several wireless industry trade magazines, as well as contributed to articles in *USA Today* and *Forbes.* These articles were based upon his research reports written for In-Stat, where he was a principal analyst, covering the wireless industry, specializing in smartphones and business applications of wireless devices. His most popular studies include: “The Symbian Foundation: A Battle Royal for the Ecosystem,” “Wireless Data in the Enterprise: The Hockey Stick Arrives,” and “Cellphone Trends in U.S. Enterprises: A Small Step from Personal Wireless.”

He graduated with honors with an MBA degree from the Kellogg School of Management at Northwestern University and earned a bachelor of science degree with distinction from the College of Engineering at Cornell University, where he was elected to the Tau Beta Pi Engineering Honorary.

Bill lives in Bellevue, Washington, with his wife, Susan, and three sons, Ellis, Arlen, and Quinlan.

Dedication

I would like to dedicate this book to my late father, Robert J. Hughes, Sr.

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industry for 20 years, I could write confidently on every subject except for gaming on the Xbox, and Andrew filled me in on what I've been missing. He took time out of his summer schedule to advise me. Although his parents, Kathy and Mike, probably wanted him to spend less time playing games, I'm glad he frittered away at least some of his youth on such pursuits.

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Finally, and above all else, I need to acknowledge the support of my wife, Susan, who seemed to have a never-ending reservoir of patience with me as I worked to write an amusing and useful book. I'm sure the readers will appreciate her brutal honesty on what was not amusing. Although this subject matter is fascinating to me, I recognize that this was not as interesting to Susan as what was happening on *The Bachelorette.* Thanks for helping me anyway.

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Introduction

Windows Phone 7 is a revolutionary cellular operating system that sets a new standard for convenience and productivity. It can integrate with your personal and work computers more than any other phone currently on the market. Plus, it runs a great variety of mobile applications and is great with games, music, and video.

Smartphones are getting smarter all the time, and the Windows Phone is one of the smartest. Just because you've used a smartphone in the past doesn't mean you should expect to use your new Windows Phone without a bit of guidance. That's where this book comes in. This book is a hands-on guide to getting the most out of your Windows Phone, without all the jargon that user's manuals show off with.

About This Book

This book is a reference — you don't have to read it from beginning to end to get all you need out of it. The information is clearly organized and easy to access. You don't need thick glasses and a pocket protector to understand this book.

In fact, this book is even more valuable than your user's manual. A user's manual tells how to do things, but this book helps you figure out what you want to do — and then tells you how to do it, in plain English.

Conventions Used in This Book

I don’t use many conventions in this book, but there are a few you should know about:

- Whenever I introduce a new term, I put it in *italics* and define it shortly thereafter (often in parentheses).
- I use **bold** for the action parts of numbered steps, so you can easily see what you’re supposed to do.
- I use `monofont` for Web addresses and e-mail addresses, so they stand out from the surrounding text. ***Note:*** When this book was printed, some Web addresses may have needed to break across two lines of text. If that happened, rest assured that we haven’t put in any extra characters (such as hyphens) to indicate the break. So, when using one of these Web addresses, just type in exactly what you see in this book, pretending as though the line break doesn’t exist.

Finally, some screen layouts on your PC and Windows Phone will look subtly different from what you see in this book. Sometimes this is because of differences in resolution among PCs. In the case of Windows Phone 7, Microsoft often makes creative enhancements, like changing icons. These differences should be slight and shouldn’t affect your ability to understand the text.

What You’re Not to Read

I think you'll find every last word of this book scintillating, but I may be a little biased. The truth is, you don't have to read

Sidebars: Sidebars are those gray boxes throughout the book. They're interesting, but not essential to the topic at hand, so if you're short on time or you only want the information you absolutely need, you can skip them.

Text marked with the Technical Stuff icon: For more on this icon, see the "Icons Used in This Book" section, later in this Introduction.

Foolish Assumptions

You know what they say about assuming, so I don't do much of it in this book. But I do make a few assumptions about you:

You have a Windows Phone. You may be thinking about buying a Windows Phone, but my money's on your already owning one. After all, getting your hands on the phone is the best part!

You're not totally new to cellphones. You know that your Windows Phone is capable of doing more than the average cellphone, and you're eager to find out what your Windows Phone can do.

You've used a computer. You don't have to be a computer expert, but you at least know how to check your e-mail and surf the Web.

How This Book Is Organized

The chapters in this book are divided into eight parts. Here’s what you can find in each part.

Part I: Getting Started

The first part of this book gets you familiar with the basic capabilities of your Windows Phone. Chapter 1 is an introduction to everything from turning it on and off, to understanding cellular billing, to managing battery life. In Chapters 2 and 3, I cover the basics: placing and taking calls and sending texts.

Part II: Moving Beyond the Basics

In this part, I walk you through the full capabilities of the Windows Phone so you can decide what you want to do and what you want to ignore. Then I introduce you to the applications that come on your phone.

Part III: Live on the Internet: Going Mobile

This part is all about the Internet — how to access it from your Windows Phone and what a Windows Live ID can do for you. I also introduce you to the Windows Phone

Marketplace, where you can trick out your phone with more apps.

Part IV: Connecting with the People You Care About

On your phone, you can view updates from your friends on a social networking site, as you do now on your PC. Your Windows Phone also allows you to view the updates from a given friend from all the social-networking sites that you share. Your Windows Phone brings all these updates for your friend into one page, so that you can get all the updates for that friend in one place.

This adds a new level of convenience for staying in touch with friends while you're on the go. The integration of social-networking sites is in addition to the integration and mobilizing of e-mail accounts and instant messaging services. The power of this platform is to bring together multiple messaging options for the people that are most important.

Part V: Music and Videos in the Palm of Your Hand

In this part, I cover the multimedia capabilities of the Windows Phone. Windows Phone 7 has the best capabilities of the Zune HD, a wonderfully powerful MP3 and video player. This part covers how to use your phone to listen to music and watch videos — and how to buy more music and videos from the Zune Marketplace.

Part VI: Gaming on Your Phone with Xbox LIVE

In this part, I cover gaming, one of the ways that Windows Phone 7 devices stand out from the crowd. In addition to games that you can play on the phone, Windows Phone 7 provides you with a way to play your favorite games from your Xbox! I'm talking multi-player turn games, like chess, as well as many games that are available on Xbox LIVE . . . *from your phone.* Enough said.

Part VII: Taking Care of Business with Your Windows Phone

In this part, I look at the many ways you can use your phone for business. You can bring up Microsoft Office files on Windows Phone 7. Plus, there's integration with Microsoft SharePoint, the business collaboration tool from Microsoft.

Part VIII: The Part of Tens

This wouldn't be a *For Dummies* book without a Part of Tens. In this book, the Part of Tens covers ten ways to customize the phone to make it truly your own and ten capabilities to look for in future releases.

Icons Used in This Book

Throughout this book, I use *icons* (little pictures in the margin) to draw your attention to various types of information. Here's a key to what those icons mean:

This whole book is one whole series of tips. But when I share especially useful tips and tricks, I mark it with the Tip icon.

This book is a reference, which means you don't have to commit it to memory — there is no test at the end. But once in a while, I do tell you things that are so important that I think you should remember them, and when I do, I mark them with the Remember icon.

Whenever you may do something that could cause a major headache, I warn you with the, er, Warning icon.

Sometimes my inner geek just screams to be let out, and when it does, I have to oblige. Whenever I start veering into technical territory, I slap a big ol' Technical Stuff icon on it. If you're a geek like me (or if you're just the sort who reads every last word on every last page), I think you'll find these paragraphs interesting. If not, just move on by, confident in the knowledge that you aren't missing anything critical to the task at hand.

Where to Go from Here

If you want, you can start at the very beginning — it is, after all, a very good place to start. But you don’t have to read this book from beginning to end to get what you need from it. So, make liberal use of the table of contents and the index to find exactly what you’re looking for.

Want a little more guidance than that? If you’re brand-new to cellphones, turn to Chapter 1. If you’re interested in taking advantage of the social aspects of the phone, turn to Chapter 10. And if you’re into using your phone for music and video, jump ahead to Chapter 13. If you’re a hardcore gamer, advance to Chapter 16. If your boss gave you the phone and you need to get cracking, dog ear the pages starting at Chapter 20. Whatever you do, have fun with your new phone!

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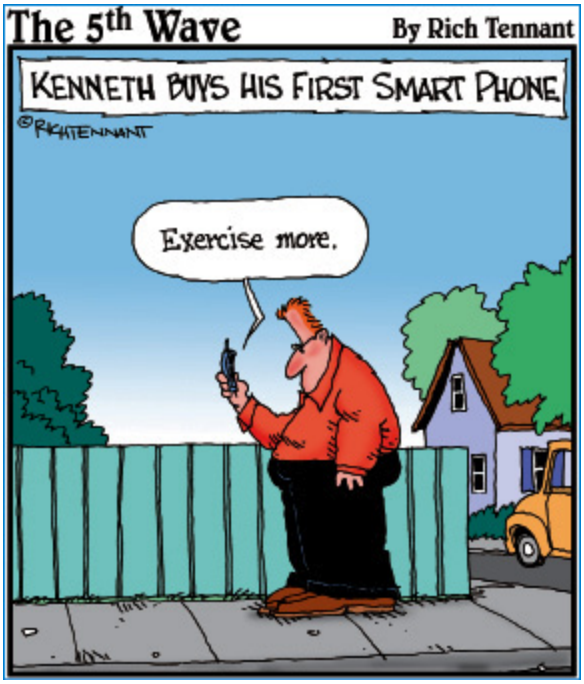
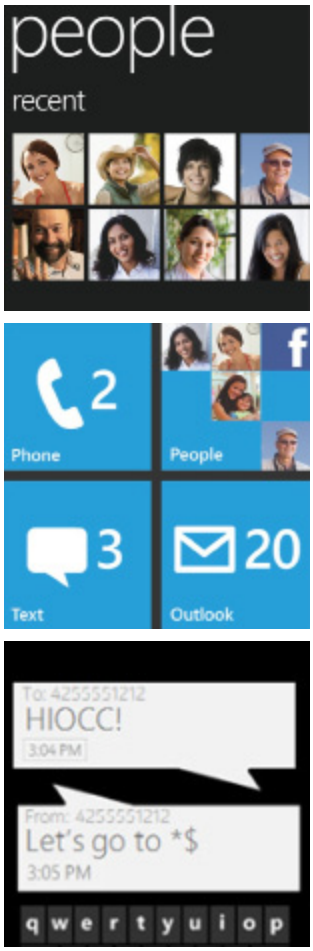
Part I

Getting Started



In this part . . .

Your Windows Phone can be lots of fun and can make you very productive . . . but only if you know how to use it. Whether this is your first time using a smartphone or your first time using a touch screen, the chapters in this part give you the information you need to get started. Even veteran users of cellphones will benefit from a quick glance at the chapters in this part.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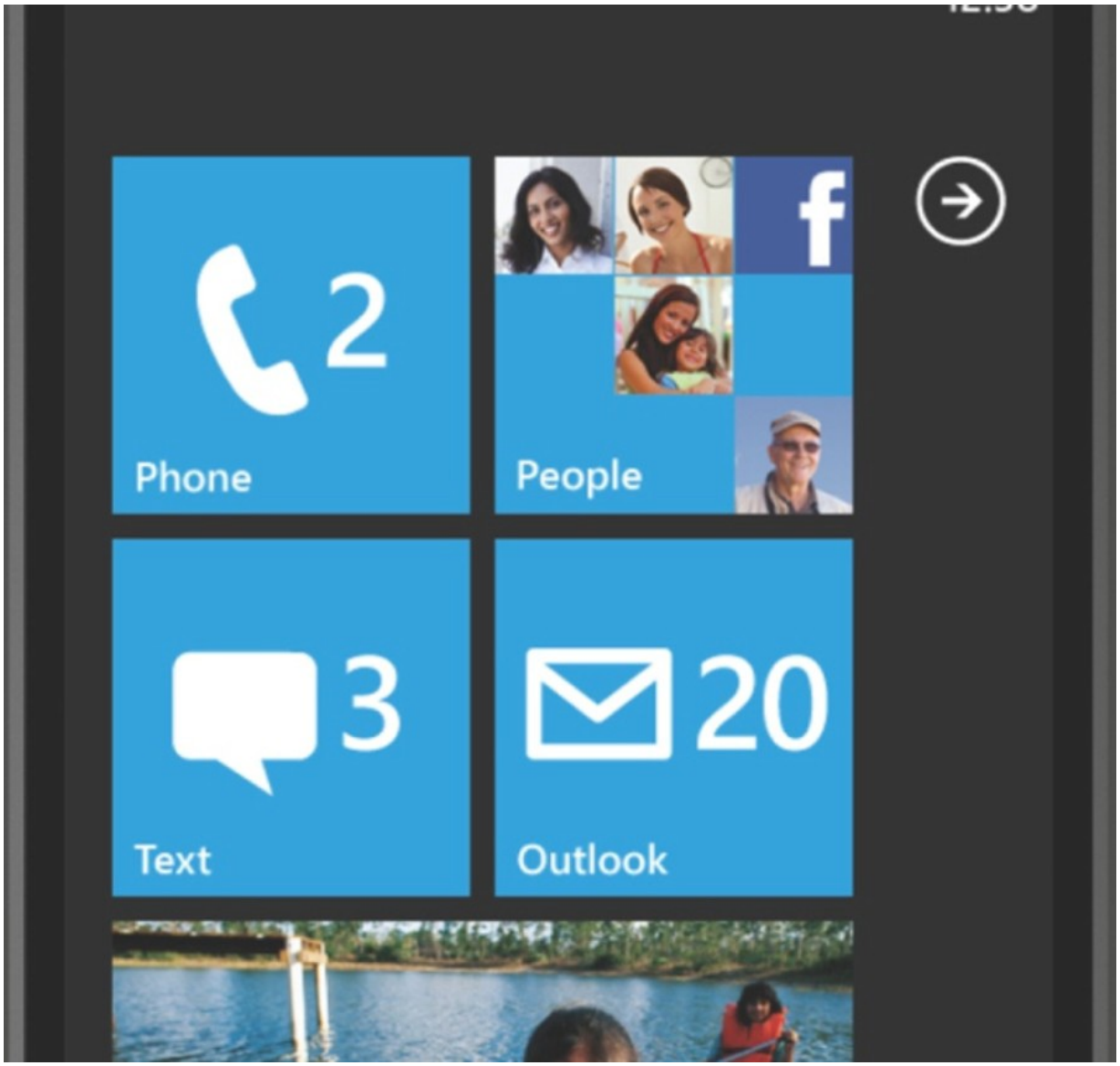
Chapter 1

Beginning at the Beginning

In This Chapter

- Turning on your phone
- Making sense of cellular billing
- Charging the phone and managing battery life
- Navigating around the phone
- Turning your phone off and putting it to sleep



Windows Phone 7 is an operating system for mobile phones. Unlike Apple’s iPhone operating system, which is available only on the iPhone itself, several manufacturers will offer phones based on the Windows Phone 7 operating system, each with its own subtle variation. Microsoft has closely defined many of the key features that need to be there regardless of the manufacturer, which means that almost all the information in this book will apply to your phone, regardless of the phone manufacturer or your cellular carrier.

In this chapter, I fill you in on the basics of using your new device. You start by turning on your phone (I told you I was covering the basics!). Then I explain how cellular carriers work and tell you what to expect from your cellphone bill. I guide you through charging your phone and getting the most out of your phone's battery. I give you a basic tour of your phone's buttons and other features. And I end by telling you how to turn off your phone or put it to sleep.

If you're not new to cellphones in general and smartphones in particular, you may want to skip this chapter. If the term *smartphone* is foreign to you, you probably haven't used one before, and reading this chapter won't hurt. A *smartphone* is a cellphone on which you can download and run applications.

First Things First: Turning On Your Phone

When you open the box with your new phone, the packaging presents you with your phone, wrapped in plastic, readily accessible. If you haven't already, take the phone out of the plastic bag and remove any protective covering material on the screen.

The On button is on the top of the phone. On the button is a symbol that looks like Figure 1-1. Press the On button for a second, and you should see the screen light up. Don't press the On button too long after the screen lights up — if you do, the phone may turn off again.